



Mana KhemiaTM 2

~ Fall of Alchemy ~

TEEN
ADOLESCENTS

T

CONTENT RATED BY
CONTENT EVALUATION BOARD
ESRB

From the creators of Mana

NIS
America

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Al-Reviv Academy...

The greatest alchemy institute which lies atop a floating land in the sky. It is known for producing most of the greatest alchemists in the world.

However, in recent years... The Academy hasn't lived up to its reputation, due to a decline in quality teachers. To make matters worse, there has been a steady decrease in the power of Mana throughout the world. The Academy, which was held up in the sky by the power of Mana, fell to the ground. Because of this, the Academy was renovated around a new school system.

They expanded their teachings to other subjects, such as combat, government and law. This major change spurred a negative reaction in some people, but the number of the applicants increased dramatically.

Meanwhile, two particular students enrolled at the Academy. One was a boy with a dark past with Mana.

He was dragged there by a girl who he has served since childhood. The other was a girl from a small village.

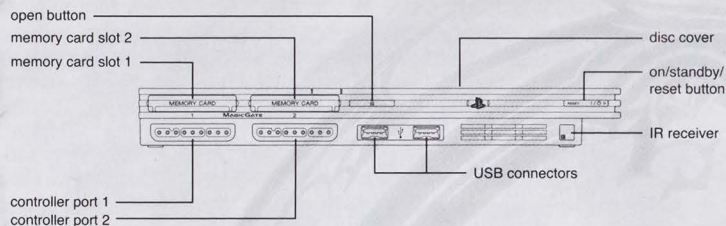
She came to obtain a Mana, but has almost no knowledge of alchemy. Will they cross paths during their busy campus lives, and how will they spend their time...?

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Getting Started



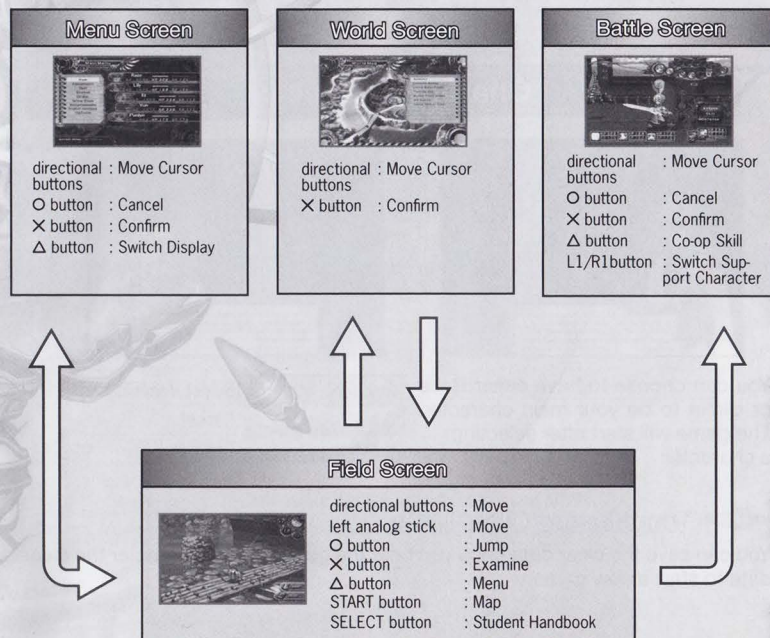
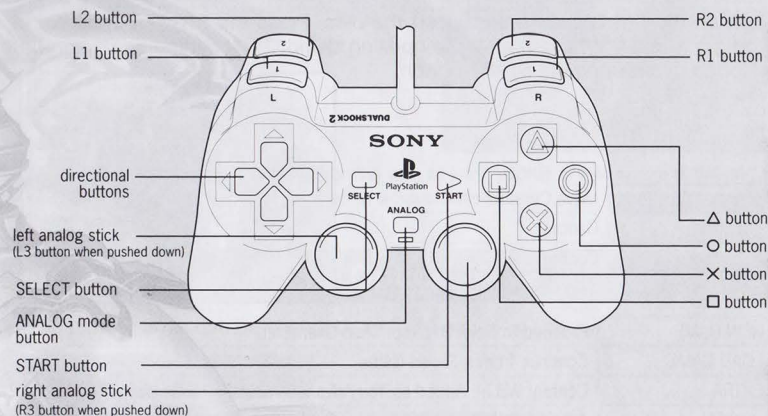
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Mana Khemia™ 2: Fall of Alchemy disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Controls

DUALSHOCK®2 analog controller configuration



Starting the Game

Title

Turn on the PlayStation®2 and insert the disc. Press the START button once you get to the title screen after the opening demo. The opening demo can be skipped by pressing the START button.



directional buttons	Move Cursor
O button	Cancel
X button	Confirm
START button	Skip Opening Demo

NEW GAME	Proceed to Selecting Your Main Character
LOAD GAME	Continue from a Saved Game
EXTRA	Content Will be Added as You Advance Through the Game
OPTION	Adjust Settings

Character Select



You can choose to have either Raze or Ulrika to be your main character. The game will start after selecting a character.

directional buttons	Select Main Character
O button	Cancel
X button	Confirm

Transferring Clear Data

You can save the clear data once you beat the game. You can transfer the clear data to start a new game.

Save / Load

Saving and loading data can be done at the workshop or Camp Circles found in dungeons. You can also load a game from the Title Screen.

directional buttons	Select Data to Save/Load
O button	Cancel
X button	Confirm



*A Memory Card (8MB)(for PlayStation®2) with at least 350KB of free space is needed to save the initial game. You may have up to 9 Save Data slots.

Option

The play settings can be changed, and you can view various data.



directional buttons (left & right)	Adjust Setting
directional buttons (up & down)	Select Setting
O button	Finish
X button	Confirm

Text Speed	Controls the speed that the messages are displayed.
Vibration	Switches Vibration Function ON or OFF.
Voice Volume	Controls the volume of the voices in the game.
BGM Volume	Controls the BGM volume.
SE Volume	Controls the sound effect volume.
Movie	Controls the volume of the movies.
Difficulty	Change the difficulty of the game.
Language	Change from Japanese to English.
Return to Title	Immediately return to the Title Screen.

Difficulty Levels

Hard Mode	The battles are harder, but you earn more points.
Normal Mode	You will be able to focus more on synthesis and the story.

The World



List of Locations

directional buttons	Select Destination
O button	Return to Previous Location
X button	Confirm
START button	View Student Handbook

There are various facilities and dungeons near Raze and Ulrika's school. More places will be added as you progress through the story.

List of Locations You can choose a location to go to from here.

Subject

You will have to complete certain assignments for each term. To graduate, you must acquire a certain amount of units by completing the assignments.

STEP

1

Select An Assignment

You can accept assignments at Student Affairs. Choose an assignment from the list.



STEP

2

Complete An Assignment

Class will begin once you select an assignment, and the assignment will be explained by a teacher. You can also look at your current assignment in the Student Handbook (p.10).



STEP

3

Report

Report your results to the teacher once you complete the assignment.

STEP

4

Acquire Units

The teacher will grade you on your assignment and give you units accordingly.

Search



Information Window

Clock

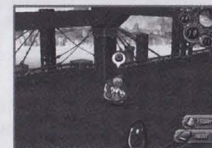
directional buttons	Move Character
O button	Jump
X button	Examine/Gather
Δ button	Open Menu
START button	View Map
SELECT button	View Student Handbook

You can fight monsters and Gather items outside of campus.

Assault

First Strike

A button mark will display above the monster symbol if you come into contact with it. Press the same button on your controller to earn the First Strike.



Gathering

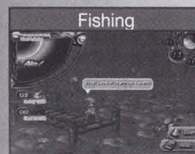
To Gather

Some places on the field will display icons like those to the right. Press the X button near that area to begin Gathering. Ingredients are needed in order to synthesize. Try pressing the X button if you see an area like that.

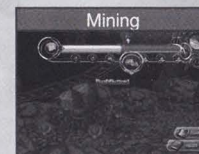


Mini-Game

You will participate in a mini-game upon Gathering. By playing, you will be able to Gather more ingredients. The details of the mini-games can be viewed in the Help section in the Encyclopedia.



Gather water-related ingredients.



Gather mining ingredients.



Gather plant ingredients.

Main Menu

Universal Controls

directional buttons	Select/Turn Page
O button	Back
X button	Confirm
Δ button	Switch Display



Command List

Cole

Character Info

You can access the Main Menu by pressing the Δ button during the game. You can access various content by selecting each command.

Item

□ button	Ether Effects
L1 button	Change Category
R2 button	

You can view the items you own from this menu. You can also use healing items here.



Item Category

Items Details

Equip

You can change your equipment here.

Skill

You can view your current skills here. Healing skills can be used on the field.

Status

View the stats and other information of each character.

HP	The character's remaining health.
SP	Affects the number of skills a character can use during battle.
ATK	The power of physical attacks and skills.
MAG	The power of magical attacks and skills.
DEF	Resistance to physical attacks.
RES	Resistance to magical attacks.
SPD	Affects the order and frequency of turns during battle.
Stun Rate	Power of stun rate inflicted on monsters.



O button	Back
X button	Switch Stats & Story
L1 button	Switch Characters
R1 button	

Grow Book



Category List

Grow Cards

directional buttons	Select/Change Category
O button	Cancel
X button	Confirm
Δ button	Auto Distribution of AP
L1 button	Switch Character
R1 button	

By using AP, which you earned from battle, you can obtain new skills and improve the characters' stats. However, you have to have the corresponding item synthesized to use the card.

STEP

1 Select a character

Go to the Grow Book from the Main Menu, then select a character to improve.

STEP

2 Select a card

Select a category from the list, then open up an available card.

STEP

3 Use AP

Select the grow factor that you want, and use your AP to obtain it.
* You must have enough AP to use.



Character Info

EX 1

Auto Distribute AP

Automatically distribute AP to available grow factors.

EX 2

Ether Level 100

By fully understanding the synthesized item, you can open up new content on the card.

Class

You can change your title here.
Each title has different effects and types.
You can obtain new titles by filling up the Grow Book.





Encyclopedia



You can access various information here. More will be added as you progress through the game.



directional buttons	Select
O button	Cancel
X button	Confirm
△ button	Turn Page
□ button	Ether Effects
L1 button	Change Category
R2 button	

Item	View details of obtained items. The details include where the items can be found and the enemies that drop them.
Recipe	View details of recipes you have obtained.
Monster	View details of monsters you have defeated.
Help	View tutorials.



Student Handbook



View your current objective and situation.

directional buttons	Select
O button	Back
X button	Confirm

Memo	Displays your assignment and current objective.
Job	Displays the details of your jobs.
Schedule	Displays the event schedule for school.
Task Sheet	Displays the current status of your ally members' tasks.



Ranks



You can change the order of your ally members. You have to always have at least one character as a vanguard.

left/right directional buttons	Change
up/down button	Select
O/X button	Back/Confirm



Vanguards	Members who participate from the beginning of battle.
Support	By conducting Support Actions, Support members can switch in for Vanguards.



Option



View your play settings, such as volume and vibration. Refer to page 5 for more details.



Bulletin Board



You can assign your party members to tasks by going to the Bulletin Board in your workshop. You can also access character stories to become closer with your ally members.



directional buttons	Select
O button	Back
X button	Confirm

STEP

1

Select Task Change Request Form

Select this option to change a character's task.

STEP

2

Select Character

Select a character to assign a task to. The task in progress will be cancelled after the change.

STEP

3

Select Task

Select a task from the list. There are 3 kinds of tasks:

Gather	The character will go to a selected dungeon to Gather.
Search	The character will go to a dungeon to earn AP and collect Drop Items.
Synthesis	Without changing the ingredient inventory, the character will synthesize items.



Character Story



STEP

1

Access the Bulletin Board during Free Time.

During Free Time, an ally member will leave a message on the Bulletin Board.

STEP

2

Confirm message

Select the message you like, and confirm by pressing the X button.

STEP

3

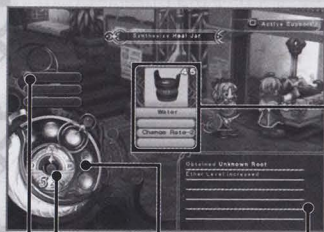
Character story will begin



Friendship Rate

Repeated character stories, synthesis, and battles will increase the friendship rate among your members. This will lead to various advantages during Co-op Actions.

Synthesis



Synthesis will allow you to create various items.

directional buttons	Select
O button	Cancel
X button	Confirm
□ button	Activate Support
L1 button	Change Category
R1 button	

Ether Effect Ether Level Alchemy Wheel Information Window Ingredient Card

Ingredient Card	Displays the cards of ingredients available for synthesis.
Alchemy Wheel	Affects the Ether Level.
Ether Level	Displays the Ether Level of an item during synthesis.
Ether Effect	Displays the effect of the item, depending on the Ether Level.

STEP

1 Select the Ingredients

Select the ingredients to use for the synthesis.

STEP

2 Select a member to help you with the synthesis

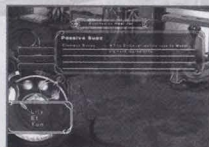
Select a character from your ally members to help with the synthesis.



STEP

3 Watch the Alchemy Wheel and Throw in the Ingredients

The Ether Level may increase or decrease, depending on the timing of when you throw in the ingredients.



STEP

4 Use Support Actions

Depending on the helper, you will be able to affect the Ether Level in different ways.

STEP

5 Item Complete

Mass Produce

You can choose this option to mass produce an item by using the same ingredients that you used before. This will allow the Ether Level to stay the same.



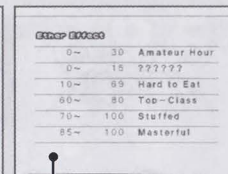
Ether Effect and the Screen

All items have an Ether Level. This gives different effects to an item. The effect types are as follows:

Trait Type	Shows the traits of the item (sweet, spicy...etc.)
Common Skill Type	Provides skills.
Stat Type	Increases the character's stats when equipped.



Ether Effect Display



Ether Effect Activation Range



Ether Control



Synthesize an effective item by concentrating on the Ether Effect.

STEP

1 Confirm the item's characteristics

Each ingredient usually possesses a unique Ether Level and elements. Those will affect the final Ether Level after the synthesis.

STEP

2 Confirm the helper's support traits

In Co-op synthesis, you can get support from a helper. Each character will have different effects. There are two different types of support.



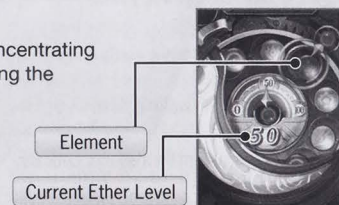
Passive Support Support that effects the synthesis throughout the process.

Active Support Support that effects the process when the ingredients are being thrown in.

STEP

3 Watch for the timing

Aim for higher Ether Levels by concentrating on the Alchemy Wheel and throwing the ingredients in at the right time.



Inspiration Event

A member may come up with a new recipe after synthesizing a specific item.

Battle

directional buttons Select

○ button Cancel

△ button Co-op skill

× button Confirm/Support Action

L1 button Change Support Character

R1 button

Unite Gauge

Character Info

Support Character

Battle Command

ACSB

Battle Commands

Attack	Do normal attacks. HIT numbers depend on the Grow Book.
Item	Use items.
Skill	Use skills.
Defense	Strengthen defense, and decrease damage.
Switch	Switch with Support character.
Run	Flee from the battle. Less chance of succeeding at night.

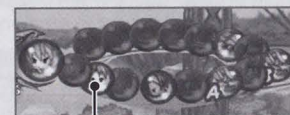
Status Ailments

There are times in battle when you will receive a status ailment from special attacks or items.

	Takes damage every turn.		Disables skill attacks.
	Disables healing ability.		Additional damage from water attacks.
	Lengthens waiting time.		All characters with this status will take damage every action.
	Stuns and makes all hits criticals.		Chance of skipping a turn.
	Puts to sleep but an attack will clear the effect.		

ACSB

The ACSB shows the turn order for character actions. It is formed from 16 spheres, and the character shown at the very left will take their turn. The spheres not only show enemies and allies, but sometimes, it will show skills as well.

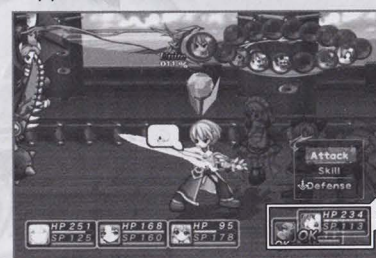


Action Sphere

Support Action

Support characters can switch with Vanguards by pressing the X button during an attack or defense. The Support character will inflict more damage, or take damage for the Vanguard. Support character orders can be switched by pressing the L1 or L2 buttons.

You can only use Support Actions when the "OK" sign is indicated over the Support character.



Support Enabled

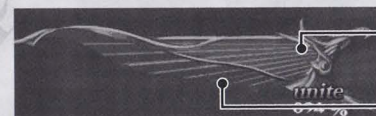


Support Disabled

Unite Mode



Exploiting the enemies' weaknesses and dealing damage efficiently will fill the Unite Gauge. When the gauge is full, Unite Mode will occur, allowing Support characters to heal faster, and the use of Co-op skills like Intimate Strike or Guard, and Finishing Strike.



Unite Gauge

Finishing Gauge



Chain Attack



Chain attacks occur when Support characters conduct Support Actions more than twice in a row (activates only during attacks).



Switch Support characters by pressing the L1/R1 buttons during Support Actions. Activate by pressing the X button over an available Support character.



Intimate Action



Intimate Strike and Intimate Guard are Co-op skills that can only be activated during Unite Mode. Press the Δ button during the Support Action over an available Support character to activate.



Switch Support characters by pressing the L1/R1 buttons during Support Actions. Activate by pressing the Δ button over an available Support character.



Finishing Strike



You can activate Finishing Strike by filling up the Finishing Gauge. The Finishing Gauge raises during Unite Mode when using Support Actions.



Characters



Razlux Meitzen

Birthday: December 7th (Sagittarius)

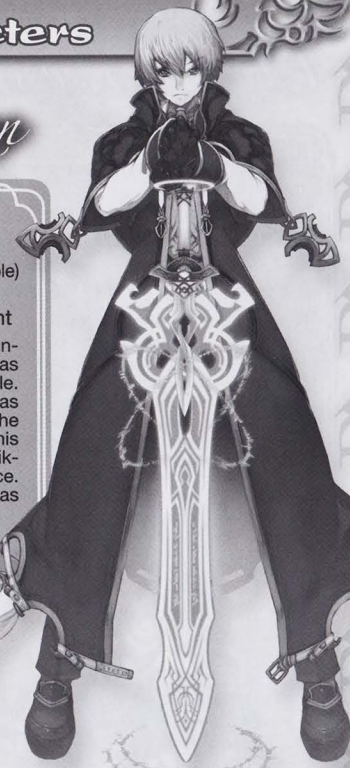
Age: 16

Blood Type: A (Always getting involved in trouble)

Height: 5'7" Weight: 141 lbs.

Likes: No comment Dislikes: No comment

One of the main characters. Quiet, blunt, and unfriendly. He lost both of his parents when he was little, so he lived with his Grandfather for a while. However, due to an incident, his Grandfather was unable to work. Raze started to live under the care of a wealthy family, who was a friend of his Grandfather's. The heiress of the family took a liking to him, so he's been serving her ever since. He was trained by his Grandfather since he was little, so his sword skills are pretty incredible. However, he shows no interest in alchemy, rather he seems to hate it.



Ulrika Mulberry

Birthday: September 23rd (Libra)

Age: 15

Blood Type: B (Short-tempered)

Height: 5'1" Weight: 106 lbs.

Likes: Cute stuff Dislikes: Nothing really

One of the main characters. Always happy and optimistic. She acts before she thinks. An old man gave her a Mana egg when she was little, and she's been faithfully taking care of it ever since. After 10 years, the egg still hasn't hatched, so she enters the Academy to become an alchemist, hoping that will help hatch the egg.

Edward Dysler

Birthday: May 5th (Taurus)
 Age: 17
 Blood Type: O (Simple and innocent)
 Height: 5'5" Weight: 112 lbs.
 Likes: Fun things
 Dislikes: Boring things

Raze's classmate from the Combat class. She has a brother who is 5 years younger. She has known Lily and Raze since they were little, but Raze didn't remember her at all. She's best at sports and has super strength. She can't stand to sit still. She brings trouble everywhere she goes.



Lily Valendorf

Birthday: August 31st (Virgo)
 Age: 17
 Blood Type: AB (Can be difficult)
 Height: 5'1" Weight: 101 lbs.
 Likes: Ra...n-nevermind!
 Dislikes: Country Bumpkin

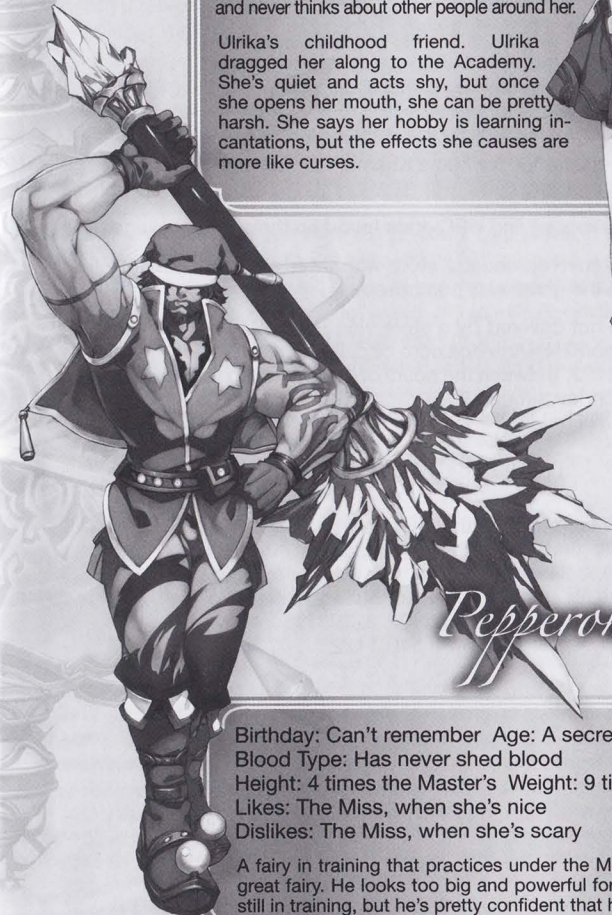
Only daughter of the Valendorf Royal Family. She enters the Academy to become an alchemist so she can carry on her family name (but she seems to have a different reason, too...). She's a spoiled girl with immense pride. Because of that, sometimes she can be pretty difficult to deal with, and she always causes trouble for Raze and Whim (Lily's Mana).



Chloe Hartzog

Birthday: November 19th (Scorpio)
 Age: 15
 Blood Type: A (Loses herself to hobbies)
 Height: 5' Weight: 90 lbs.
 Likes: Incantations
 Dislikes: That someone who is always noisy and never thinks about other people around her.

Ulrika's childhood friend. Ulrika dragged her along to the Academy. She's quiet and acts shy, but once she opens her mouth, she can be pretty harsh. She says her hobby is learning incantations, but the effects she causes are more like curses.



Pepperoncino

Birthday: Can't remember Age: A secret
 Blood Type: Has never shed blood
 Height: 4 times the Master's Weight: 9 times the Master's
 Likes: The Miss, when she's nice
 Dislikes: The Miss, when she's scary

A fairy in training that practices under the Master to become a great fairy. He looks too big and powerful for a Fairy since he's still in training, but he's pretty confident that he looks cute.

Warranty

NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90days warranty period, NIS America will replace the game disk, at its option, free of charge.

This warranty will be void if the defect in this product has arisen from neglect, abuse or any attempt to use the product other than as specified in this manual.

Warranty Service

1. Finalize your registration for Mana Khemia™2: Fall of Alchemy at www.NISAmerica.com.
2. Save the sales receipt and UPC code found on the game package.
3. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
4. If the game is not covered by a store warranty, notify NIS America by emailing Support@NISAmerica.com or call the customer service dept. at (714) 540 -1122, between the hours of 10 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.

Technical Support

Please contact customer service by email at
Support@NISAmerica.com.

1221 E. Dyer Rd. Suite 210
Santa Ana, CA 92705
tel: (714) 540-1122

⚠ AVERTISSEMENT : PHOTOSENSIBILITÉ ET CRISES D'ÉPILEPSIE

À LIRE ATTENTIVEMENT AVANT D'UTILISER VOTRE SYSTÈME ÉLECTRONIQUE DE DIVERTISSEMENT PLAYSTATION™2. Un très faible pourcentage de personnes peut être victime de crises d'épilepsie ou de pertes de vision (équivalent au phénomène du voile noir) lors d'une exposition à certains motifs lumineux ou clignotants. L'exposition à certains motifs lumineux ou arrière-plans sur un écran de télévision ou en jouant à des jeux vidéo peut provoquer une crise d'épilepsie ou une perte momentanée de la vision chez ces individus. Ces conditions peuvent déclencher des symptômes d'épilepsie qui n'auraient pas été détectés au préalable même chez des personnes n'ayant jamais éprouvé de crises ou d'autres symptômes de l'épilepsie. Si vous ou l'un des membres de votre famille avez déjà souffert d'épilepsie, consultez un médecin avant de jouer à ce jeu. **CESSEZ IMMÉDIATEMENT** le jeu si vous ou votre enfant éprouvez n'importe lequel des problèmes de santé ou symptômes suivants :

- étourdissements
- troubles de la vision
- tics oculaires ou musculaires
- perte de conscience
- désorientation
- crise d'épilepsie
- tout mouvement involontaire ou convulsions

RECOMMENCEZ À JOUER À CE JEU SEULEMENT SI VOTRE MÉDECIN VOUS L'AUTORISE.

Manipulation et utilisation des jeux vidéo afin de réduire les probabilités d'une crise d'épilepsie

- Utilisez dans une pièce bien éclairée et tenez-vous le plus loin possible de l'écran du téléviseur.
- Évitez d'utiliser un téléviseur à grand écran. Jouez sur le plus petit écran disponible.
- Évitez de jouer pendant de longues périodes sur votre console PlayStation 2.
- Faites une pause de 15 minutes après chaque heure de jeu.
- Ne jouez pas à ce jeu lorsque vous êtes fatigué(e) ou lorsque vous avez besoin de sommeil.

Cessez immédiatement d'utiliser le système si vous ressentez n'importe lequel des symptômes suivants : vertiges, nausée ou sensation comparable à celle du mal des transports; inconfort ou douleur au niveau des yeux, des oreilles, des mains, des bras ou de toute autre partie de votre corps. Si les symptômes persistent, consultez un médecin.

AVERTISSEMENT À L'INTENTION DES PROPRIÉTAIRES DE TÉLÉVISEURS À PROJECTION :

Ne branchez pas la console PlayStation 2 à un téléviseur à projection sans avoir consulté le mode d'emploi au préalable, à moins qu'il ne s'agisse d'un téléviseur à écran ACL. Vous risquez d'endommager l'écran de votre téléviseur si vous ne suivez pas cette précaution.

MANIPULATION DU DISQUE DE FORMAT PLAYSTATION 2 :

- Ce disque ne peut être utilisé qu'avec les consoles PlayStation 2 identifiés par la désignation NTSC U/C.
- Évitez de le plier, de l'écraser ou de l'immerger dans un liquide.
- Ne pas l'exposer pas à la lumière directe du soleil et ne le laissez pas à proximité d'un radiateur ou d'une autre source de chaleur.
- Reposez-vous à intervalles réguliers si vous jouez pendant plusieurs heures.
- Veillez à ce que le disque compact reste propre. Manipulez toujours le disque en le tenant par ses bords et rangez-le dans son coffret de protection lorsque vous ne l'utilisez pas. Nettoyez le disque à l'aide d'un chiffon doux, non pelucheux et sec. Nettoyez toujours le disque en lignes droites à partir du centre vers l'extérieur. Ne jamais utiliser de solvants ou de produits nettoyants abrasifs.

Mana Khemia²

~ Fall of Alchemy ~



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